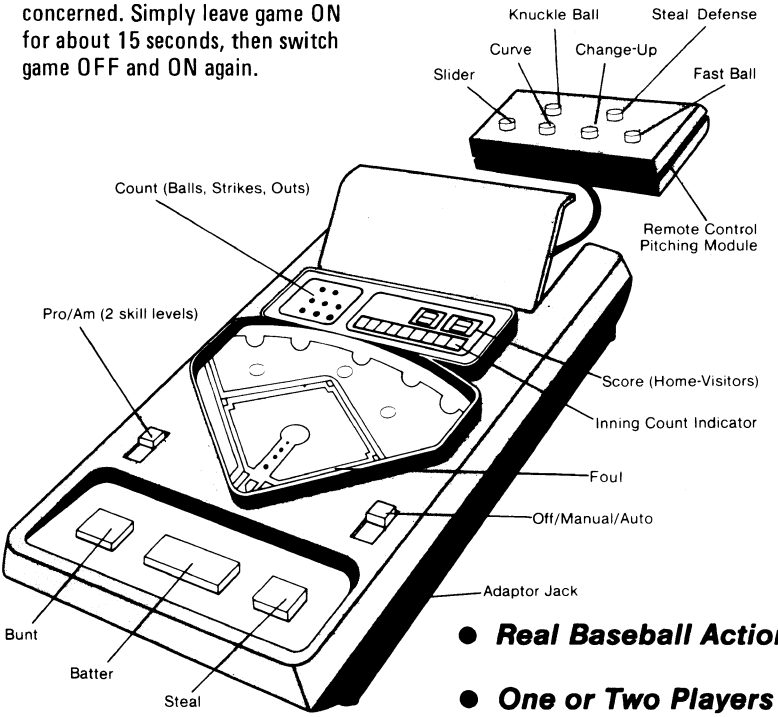
ENTEX ELECTRONICS T.M.

ENTEX®

ELECTRONIC Baseball 3

NOTE: When you turn game ON, many of the LED's (lights) may come on as in some calculators. Do not be concerned. Simply leave game ON for about 15 seconds, then switch game OFF and ON again.



- ***Real Baseball Action***
- ***One or Two Players***
- ***Electronic Sound and L.E.D.'s create action and keep score.***

No. 6007

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Printed in Taiwan

1 Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert three "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.

2 Control Buttons

A. **Manual/Off/Auto** – Two players or one. Play against an opponent who selects type and speed of pitch (Manual) or play against a "computer pitcher" which throws random pitches (Automatic). Or, turn game OFF.

B. **Pro/Am** – Pick your skill level.

C. **Remote Control Pitching** – A major feature of the Entex Electronics Baseball game is the remote control pitching. Your opponent can snap the module out by pulling straight away from the main unit. The cord allows the "pitcher" to select pitches without the "batter" seeing what he is doing.

Pitching controls are:

1. **Fast Ball** – Pitch starts out and continues with a fast delivery.
2. **Change Up** – Slow delivery.
3. **Curve Ball** – Slow delivery will curve to the left at the last second.
4. **Slider** – Slow delivery will curve to the right at the last second.

Note: The ball begins delivery as soon as one of the four pitch buttons is depressed. Fast balls and change ups will always be strikes. Curves and sliders can result in either strikes or balls – determined randomly by the computer.

5. **Knuckle Ball** — As in real baseball where a knuckle ball gives a crazy action to the ball, the Knuckle Ball button changes the action. You can create a knuckle ball effect by using any one of the three slow pitches. At any point during delivery push the Knuckle Ball button to speed up the ball. Or, you can start by pushing both a slow pitch and the Knuckle Ball, then let go of the Knuckle Ball button. This will give you a fast pitch that slows down. By practicing with the Knuckle Ball pitching button you can create pitching patterns that will be very difficult for the batter to hit.

   Note: Knuckle Ball will not work by itself but only when a slow pitch is used.

6. **Steal Defense (Manual only)** — When batter has a man on first and attempts to steal second base by pushing the Steal Button, the Pitcher attempts to prevent the stolen base by depressing the Steal Defense button. If he reacts quickly, the runner is out. If he reacts slowly, the runner succeeds in stealing second base.

D. **Batter** — When a pitch is delivered, either by your opponent (Manual) or by the computer (Auto), the object is to "hit" the ball. This is done by depressing the "Batter" button at just the right time. Hitting too soon or too late will result in a strike. You can also take a chance on the pitch being a ball.

   Practice will enable you to "swing" at just the right time to hit the ball. The computer then decides what happens. You can get a foul, a single, a double, a triple or a homerun; or you can ground out or fly out to any of the fielding positions.

   You can develop skill in batting. As in real baseball, an early swing "pulls" the ball to left field and a late swing "pushes" the ball to right field.

E. **Steal** (Manual only) — With a man on first, providing second base is unoccupied, you can attempt to steal second as follows: As soon as the pitcher begins delivery, push "Steal" instead of "Batter". You must push "Steal" before the third light on the way to the plate is lit. LED's in the two batter boxes will flash alternately, signaling your attempt to steal second. The Pitcher can attempt to prevent the steal (See C-6 above). If out, the LED at first goes out, and an Out is indicated. If safe, the LED at first goes out and the LED at second goes on.

F. **Bunt** – With less than two outs, and at least one runner on base, the batter can elect to Bunt instead of bat. The computer decides the outcome. It may be a bunt, a foul or a strike. To Bunt, push "Bunt" instead of "Batter". Timing is important as you must "swing" at the right moment to hit the ball. If you connect, LED's on 1st and 3rd bases will flash alternately signaling your attempt to bunt. If you're successful, the leading runner will be advanced and the sacrifice out is automatic. If the bunt is unsuccessful, the batter is out and the runner stands fast.

NOTE: There are three additional features in Baseball 3 which are unique, but are not controlled by buttons. They are computer-controlled, but add a touch of realism to the game;

1. **Sacrifice Fly:** with a man on third and no outs or one out, if you hit the ball to the Center Fielder, the man on third automatically scores on a Sacrifice Fly.

2. **Double Play:** with a man on first and no outs or one out, if you hit the ball to second or short, a double play automatically occurs and both the Batter and Baserunner are out.

3. **Foul Ball scoring:** Just like in real baseball, foul balls are scored as strikes until there are a total of two strikes. You cannot be out on the third foul. The computer automatically tallies the proper count.

Electronic Sound/Lights

A. **Digital Scoring** shows the cumulative score for both visiting and home teams. Note: For scores of 0–9 just the digit appears. For scores of 10–19, a dash in front of the digit indicates 10 plus the digit. Example = 10

B. **Count** – Shows number of strikes, balls, and outs.

C. **Position of base runners** are indicated by LED lit on 1st, 2nd or 3rd.

D. **LED's** show pitch, hits, outs, strikes, fouls, innings, balls. Different sounds for strikes, balls, outs and even hits all sound different.

How To Play

A. Turn game ON.

B. Select Pro or Am.

C. Choose Auto or Manual.

IF MANUAL, player one selects pitch and proceeds to pitch. Second player is batter.

Computer records the action for both teams. After three outs, other player takes turn at bat.

IF AUTO, computer pitches automatically and player is at bat. Score is tallied for Visitor team only.

D. If desired, score cards (supply included) can be used to accurately score the game.

Care Of Your Game

A. Treat your game as you would any calculator.
B. Avoid dropping it.
C. Avoid getting it wet.
D. Avoid leaving it in hot places.
E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
F. Do not unscrew back. There are no user-servicable parts.

Note On Batteries

If L.E.D. lights or scoring device become erratic or flicker on and off, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Do not pull or jerk on the cord to the remote pitching module.

Always store in a dry place.

7 Instructions For Scorekeeping

1. **Enter player names.** Use fictional names or enter your favorite big league stars.

2. **Enter position numbers.** 1-pitcher, 2-catcher, 3-1st base, 4-2nd base, 5-3rd base, 6-short stop, 7-left field, 8-center field, 9-right field.

3. **General Guidelines for Scoring:**

   a) **Outs** are scored as 1 , 2 , or 3 for 1st, 2nd and 3rd outs. After 3rd out, draw dark line under last man at bat.

   b) **Runners** are tracked by darkening base paths as follows:

man on 1st,

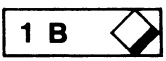
man on 2nd,

man on 3rd,

man scored.

As a runner proceeds around bases, continue to darken paths, recording his progress. His initial hit will be recorded separately, and the diamond follows his progress. Thus, the following records Player A:

A singles



B singles, A goes to 2nd

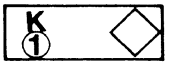
C walks, A goes to 3rd

D singles, A scores

Note the 1B stays the same, recording A's original single. The only change occurs in recording his progress.

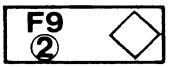
c) **Outs**

1) **Strike out:** Recorded as **"K"**

Example: 

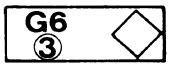
— Struck out, 1st out

2) **Fly out to outfielder:** Record as "F" with position number of outfielder catching the ball.

Example: 

— Flied out to right field, 2nd out

3) **Ground out in the infield:** Record as "G" with position number of infielder making the play.

Example: 

— Ground out to short stop, 3rd out

d) **Getting on base** is accomplished in one of five ways:

1) **Base on balls (walk)** — Record as "BB"
2) **Single**— Record as "1B"
3) **Double** — Record as "2B"
4) **Triple** — Record as "3B"
5) **Home Run** — Record as "HR"

e) **With these basics,** let's score two innings for the visiting team:

	Player	Pos	1	2
VISITORS	A	6	1B	1B
	B	5	F9 ①	G3 ③
	C	2	3 B	
	D	3	F7 ②	
	E	7	G6 ③	
	F	8		BB
	G	9		2 B
	H	4		K ①
	I	1		F8 ②

What occurred?

1st Inning —

A Singled
B Flied out to right field
C Tripled - Scoring A
D Flied out to left field
E Grounded out to short stop

2nd Inning —

F walked - Base on balls
G Doubled - Advancing **F** to third
H Struck out -
I Flied out to center field
A Singled - Scoring **F** and advancing **G** to third
B Grounded out to 1st base

Note: If desired, you can keep track of **RBI's** (Runs Batted In). In above example **C** tripled - scoring **A**.

Recorded as

Would be

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LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of $15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
   Entex Industries Repair Center
   303 West Artesia Blvd
   Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. it accepts Entex #6025 4.5V AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

If your dealer does not stock the Entex Adapter, you can obtain one by sending in the coupon below:

Helen Parts
Entex Industries, Inc.
303 West Artesia Blvd.
Compton, CA 90220

Please send the following:

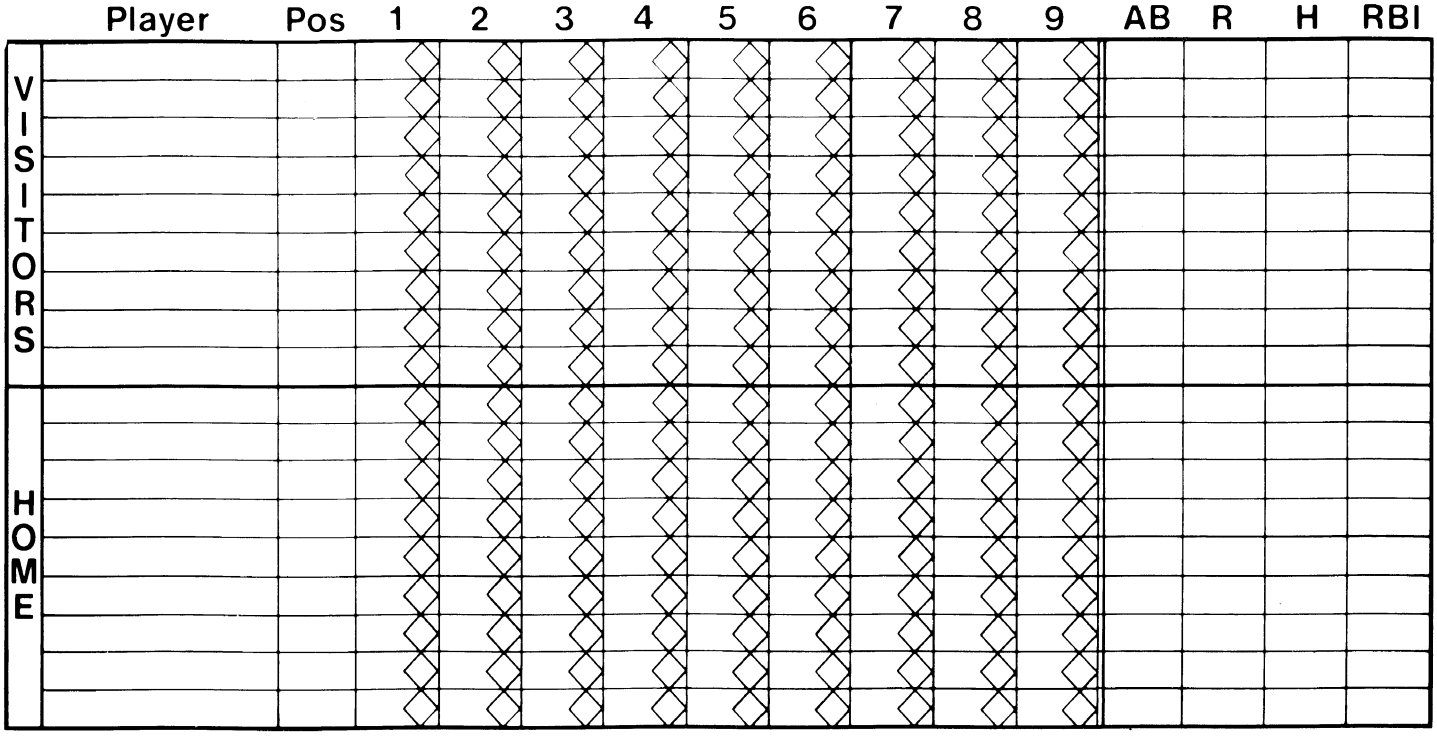
	Quantity	Price	Total
#6025 AC Adapter	_____	$6.00	_____
(Cost includes handling and postage)			
California residents add 6%			_____
		Total	_____
		Check Enclosed	_____

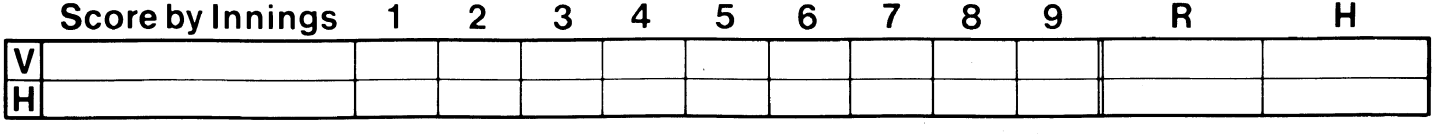
Send to:

Name:_____

No./Street: _____

City/State/Zip:_____


Player
Pos
1
2
3
4
5
6
7
8
9
AB
R
H
RBI
VISITORS
HOME


Score by Innings
1
2
3
4
5
6
7
8
9
R
H
V
H